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MATURE 17+ ™
M
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Sexual Themes
Strong Language
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SEGA® HEADSTRONG GAMES Wii

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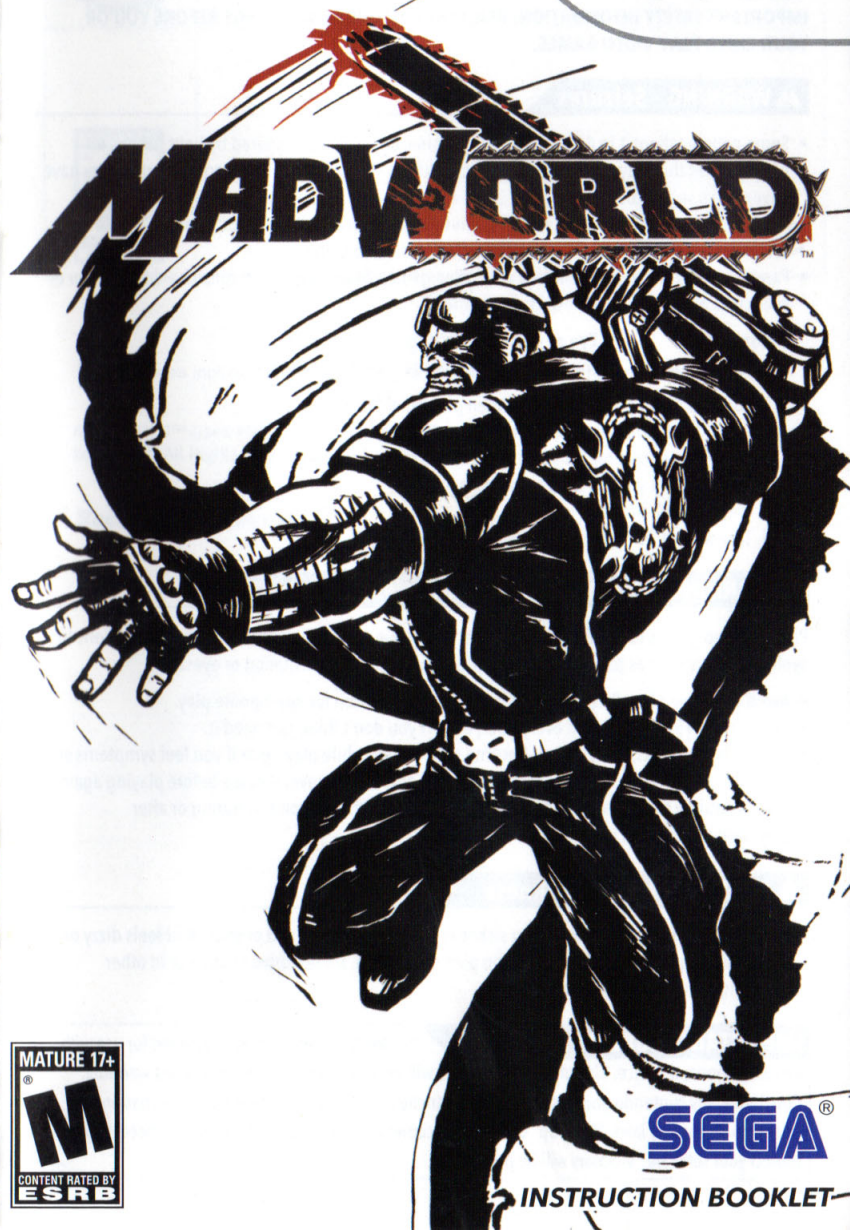
Wii™

MADWORLD™



MATURE 17+
M
CONTENT RATED BY ESRB

SEGA®

INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition, should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	Eye or muscle twitching	Altered vision
Loss of awareness	Involuntary movements	Disorientation

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feels dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

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REV-E

Official Nintendo Seal

The Official Seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

MATURE 17+ M CONTENT RATED BY ESRB

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Thank you for purchasing *MADWORLD*™. Please note that this game is designed only for use with the Wii™. Be sure to read this instruction booklet thoroughly before you start playing.

MADWORLD™

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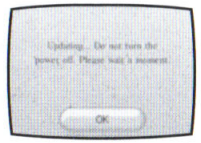
SYSTEM MENU UPDATE

Please note that when first loading the Game Disc into the Wii console, the Wii will check if you have the latest system menu, and if necessary a Wii system update screen will appear. Press OK to proceed.



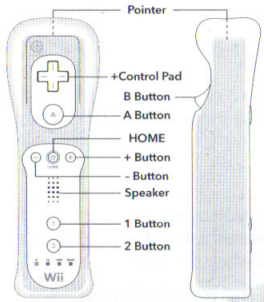
⚠ CAUTION: WRIST STRAP USE

Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play.

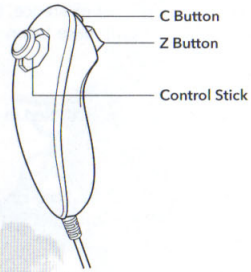
Also remember the following:

- Make sure all players put on the wrist strap properly when it is their turn.
- Do not let go of the Wii Remote during game play.
- Dry your hands if they become moist.
- Allow adequate room around you during game play and make sure that all areas you might move into are clear of other people and objects.
- Stay at least three feet from the television.
- Use the Wii Remote Jacket.

CONTROLLERS

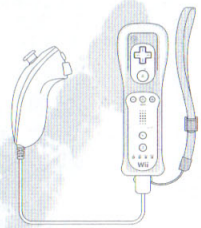


Wii Remote™



Nunchuk™

MADWORLD™ is played in Nunchuk™ Style (Wii Remote™ + Nunchuk™). Attach the Nunchuk to the Wii Remote. While the main mode of the game is played by one player only, the Multiplayer Mode is played by two players, requiring two sets of controllers.



Nunchuk Style

MENU COMMANDS

Control Stick **+Control Pad**	Make selection; change settings.
A Button	Enter selection.
B Button	Cancel/return to previous step; move cursor to the selection "**NO**."

For gameplay controls, please see p.7.

STORY

Your life is now at stake in a cutthroat game of survival. The victor wins not only the right to a continued existence, but a colossal cash reward as well. Those prepared to participate have taken up arms. You must find your neighbor and execute them.

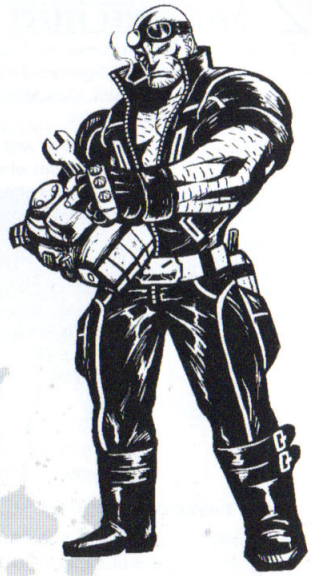
The most heinous sport devised in human history - The DeathWatch Games have begun.

Screams pierce the air and the city's people flee as roving packs of eager participants — degenerate murderers known as Killseekers flood the streets.

Late into the night on the third day of the game, one man arrives amid the chaos of the quarantine on Jefferson Island. His name is Jack. With sharp eyes trained on the hellscape around him and a dull glow emanating from the chainsaw on his right arm, he walks slowly into the fray...

CHARACTERS

JACK CAYMAN



A mysterious middle-aged man. He appears to be in his early 40s.

Jack is a combat expert, skilled in the use of most weapons. His favorite, however, is the chainsaw he uses as his prosthetic right hand.

He takes the stage as a contestant in the DeathWatch Games three days after the city is occupied. Jack's superior combat skills soon earn him a ranked position, but it seems that he's in town for more than just the games...

His interests include drinking, women, cigarettes and cigars — not necessarily in that order — and he's also wild about raw onions.

The prosthetic arm chainsaw attachment has been a popular item with contestants since its debut in the 1991 DeathWatch Games.

AGENT 13

His true identity and age are unknown, though his voice suggests a man in his late 50s or early 60s.

He appears as the proxy agent of a DeathWatch player sponsor — a new class of private investor who forms a one-on-one contract with a DeathWatch participant (also known as a Killseeker. He provides weapons and supplies in exchange for collecting dividends on any bets placed on that player by the viewing audience.

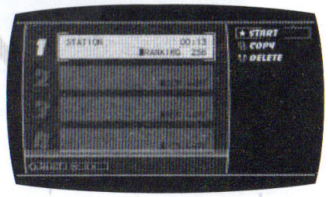
After losing his previous pick in the second day of the game, Agent 13 set out to find a new powerhouse, and found Jack.

Judging from his thick European accent, both the agent and his employer likely come from the far side of the pond.

STARTING THE GAME

SAVED GAMES SELECT

From the Title Screen, press the A Button to display a list of saved games. First select a saved game slot, then select one of the following menu items:



START . . . . . .Load a game and continue from where you left off. If the slot shows "**NEW GAME**," you may only select START, beginning a new game.

COPY . . . . . .Make a duplicate copy of the selected game. Select a destination slot. When prompted, select "**YES**" to make a copy.

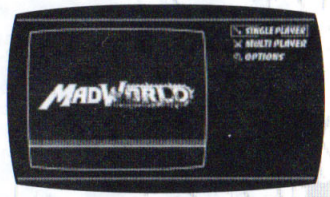
DELETE . . . . . .Delete the selected game. When prompted, select "**YES**" to delete.

ABOUT SAVED DATA

The game requires 2 blocks in order to save game data. Up to four games can be saved. The progress of the game will be saved automatically.

MAIN MENU

After selecting a saved game (or new game), the Main Menu will be displayed. Select one from the following:



SINGLE PLAYER
Play the main mode of this game.

MULTIPLAYER (p.15)
Play BloodBath Challenge mini-games in a two-player versus mode.

OPTIONS (p.16)
Access the Options menu to change the game settings.

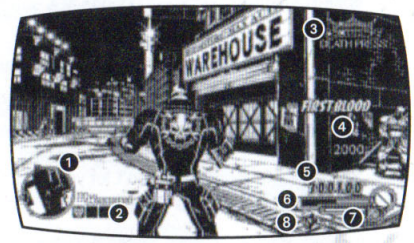
HOW TO PLAY

There are two types of areas in this game: the Normal Areas (below) and the Bike Areas (p.10).

NORMAL AREAS

This game is played primarily by fighting enemies while roaming areas on foot.

NORMAL AREAS SCREEN



❶ **Mini Map**

❷ **DeathWatch Challenge** (p.14)
Displayed only in the Areas that apply.

❸ **BloodBath Challenge** (p.14)
If the BloodBath Challenge is available, its name will be displayed here.

❹ **Kill Rating and Points**
The rating of your performance, and your potential points to be earned will be displayed. Points will accumulate as you attack, and will be added to your score when the enemy is killed.

❺ **Score**

❻ **Vitality Gauge**

❼ **Chainsaw Gauge**

❽ **Continues Remaining**

NORMAL AREAS BASIC CONTROLS

Control Stick	Move Jack. Push in the same direction twice to run.
C Button	Reset camera angle.
C Button (hold)	Activate/deactivate lock-on.
Z Button	Jump.
Nunchuk (swing)	Dodge (backflip).
A Button	Attack; activate devices.
A Button (hold)	Grab an enemy/object.
B Button (hold)	Use chainsaw.
Wii Remote (swing horiz.)	Reverse punch.
Wii Remote (swing vert.)	Uppercut.
+Control Pad ↑	Pick up weapon/healing item.
+Control Pad ↓	Taunt (draws in nearby enemies).
+Control Pad ←/→	Equip/unequip weapon (p.12).
– Button	Pause the game (p.11).

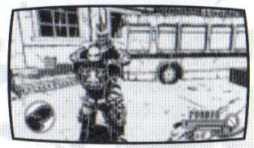
DETAILED DESCRIPTIONS OF THE CONTROLS

Attacking

Press the A Button to punch, and swing the Wii Remote horizontally for a reverse punch, or vertically for an uppercut. Also press the A Button repeatedly for a punch combo of up to four hits; push the Control Stick up during the punch combo for a furious straight punch. You can also combine other moves for the following attacks:

Shoulder Charge	Run + A Button.
Jump Attack	Jump + A Button (punch directly below Jack).
Counter-punch	Dodge + A Button.

Grabbing an Enemy



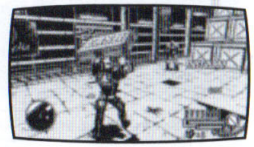
Stand in front of an enemy and press and hold the A Button to grab them by their collar (release the button to let go). You can move around in this state, dragging them. If you don't do anything other than move around, they will eventually shake off your hold. Some stronger enemies won't let you grab them easily. While grabbing, the following actions are possible:

Over-the-shoulder Throw	Swing Wii Remote vertically.
Side Throw	Swing Wii Remote horizontally.
Headbutt	Flick the Nunchuk forward.

Also, if there are potentially deadly objects nearby, you may be asked to shake the Wii Remote in a specific direction. Try experimenting with objects in the environment around you (see p.13).

Grab an enemy lying flat on the ground (but not dead), and you will automatically slam them into the ground for additional damage (also see Finishing Off on p.9).

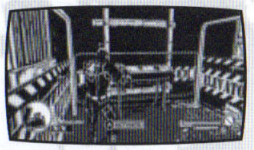
Grabbing an Object



You can grab and hold various objects around you, such as oil drums, wooden crates and street signs. If you see a "**LIFT**" message, press and hold the A Button to grab the object (release the button to let go). You can attack with the object by swinging the Wii Remote. There are, however, two types of objects, and the attack methods differ (see p.13).

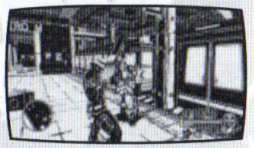
Note: Healing items and weapons are grabbed by pressing the +Control Pad up. These can be distinguished by the "**PICK UP**" message. See p.12–13 for details on these items.

Activating a Device



When standing in front of a device of some sort you may see an "**ACTIVATE**" message. Press the A Button to activate it.

Chainsaw



Press and hold the B Button to activate your chainsaw, and swing the Wii Remote horizontally or vertically to saw your enemy in half; saw while jumping for even greater damage. As you use the chainsaw, the Chainsaw Gauge will deplete. You cannot use the chainsaw if this gauge is empty. Release the B Button, and the Chainsaw Gauge will slowly fill up.

Finishing Off

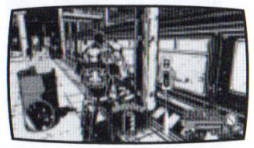
If the enemy is one hit away from dying, a **FINISH** icon will be displayed. Perform the following moves for violent finishing blows.

Finishing Blow	For a normal finishing blow (chainsaw), press the B Button. Depending on the situation, the game may ask you to shake the Wii Remote (and Nunchuk) in the indicated direction(s) for even more violent finishes. Against the Bosses, the A Button may also be used.
Giant Swing	Approach a standing enemy and press and hold the A Button to grab them at the legs; then swirl the Wii Remote to swing them around. Release the A Button to throw them.
Ragdoll Slam	When your enemy is on the ground, press and hold the A Button and then swing the Wii Remote to slam them. Extra swings will slam them additional times.

Lock-On

Stand near an enemy or a group of enemies, and press and hold the C Button until a marker appears over the closest enemy. The direction of the camera will now lock on to him and remains locked until either you grab him, he dies, or the lock-on is deactivated (press and hold the C Button again).

Special Moves

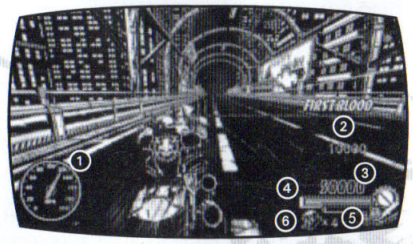


Depending on the situation, the game will indicate for you to either press a certain button, or move the Wii Remote (and Nunchuk) in certain direction(s) for special moves. Please also refer to "**Background Objects**" on p.13 for examples.

BIKE AREAS

Here you will ride through the course defeating as many enemies as possible, either until you drive for a given distance or until a gate appears. While driving beside enemies, punch them, or ram into the enemies' vehicles twice from behind to send them spinning.

BIKE AREAS SCREEN



1. **Speedometer**
2. **Kill Rating and Points Earned**
3. **Score**
4. **Vitality Gauge**
5. **Dash Gauge**
6. **Continues Remaining**

BIKE AREAS CONTROLS

Control Stick	Steer bike.
A Button	Accelerate.
B Button	Brake.
Z Button	Dash (see below).
Wii Remote (swing)*	Attack with right arm (chainsaw); 360° turn attack.
Nunchuk (swing)*	Attack with left arm (throw); 180° turn attack.
– Button	Pause the game (p.11).

***Note**: The attack methods differ according to the Area in which you are playing.

Dash

Use dash to boost your bike above its maximum speed in an instant. You can only use dash when the Dash Gauge is full. The Dash Gauge will deplete completely after use, and will slowly recharge automatically over time.

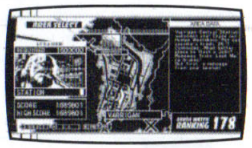
FLOW OF THE GAME

Immediately after the start of the game, you have the following options:

MAP . . . . . .Advance to the World Map screen for the Stage and Area Select.

OPTIONS . . . . . .Access the Options menu (p.16).

On the World Map screen, first select a Stage to play, then select an Area within the Stage. At the beginning, you only have one Stage and Area to choose from.



Play the Area. If you earn enough points in the Area, you will face the Area Boss. You must defeat the Boss to clear the Area. Once all Areas are cleared, the Stage is complete. The progress of the game will be saved.

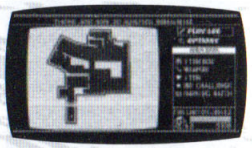
Jack will be dead if his Vitality Gauge drops to zero. If you have credits left, a Continue screen will be displayed. Select **YES** to continue.

If Jack dies with no continues remaining, you will return to the World Map screen where your game was last saved, with score reset to zero.

You will return to the World Map screen after clearing the Area. A new Area (or a Stage) will become available for selection. You can replay the Areas you have already cleared over again.

PAUSE SCREEN

Press the – Button during the game to bring up the Pause screen. Here you can view the Area Map and Info., Time Limit, Current Total Score, Jack's Vitality, Number of Continues and a message from the DeathWatch Organizers (if any). To exit the Pause screen and resume play, press the – Button again.



You also have the following options:

PLAY LOG . . . . . .View your Play Log. Information such as how you killed your enemies and the number of kills via each technique will be displayed.

OPTIONS . . . . . .Access the Options menu (p.16). If you wish to quit the game, select **TITLE** from the Options menu. Note that the progress of the game will not be saved.

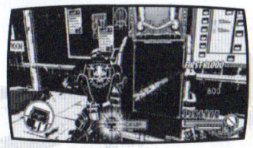
ABOUT THE DEATHWATCH GAME

The DeathWatch Game is like a modern-day battle of gladiators, where the participants (or "players") fight to the death while the audience places bets on who will win. The game, a purely underground event, is sponsored by above-ground millionaires, crime lords, and "neo-aristocrats" of global conglomerates. The players earn points for their kills; the more violent the kill, the higher the points awarded. The winner gets great wealth, fame, the right to continue living and the right to participate in the next DeathWatch Game. In recent years, the DeathWatch organizers have decided to force normal civilians into participating, all in order to make the game more entertaining.

ITEMS

WEAPONS

The player normally fights with bare hands. However, if the player finds a weapon, they can equip it to their advantage. Weapons can be found by breaking certain objects, or inside the Armory (p.14). When the "**PICK UP**" message is displayed, press the +Control Pad up to take the item and equip it. Note that the player can hold only one weapon at a time. If the player already has one weapon and tries to pick up another, they will discard the one they were holding.



With weapon in hand, attack power increases, and the attack patterns change, according to the weapon the player has equipped. Below is an example for the Spiked Bat. Also, weapons wear with use, and will eventually break. The player can unequip a weapon (and carry it on their back) or re-equip it by pressing the +Control Pad left/right. It's a good idea to save weapons for battles against stronger enemies.

Swing Bat	A Button; Three swings can be combined for a combo.
Big Swing	Swing the Wii Remote.
Jump Attack	Jump + A Button to swing the bat vertically down.
Home Run	Hold the B Button, then swing the Wii Remote.
Counter-swing	Dodge + A Button.

Other weapons will follow different attacking patterns. When a weapon is found, experiment with different moves and see what they can do.

HEALING ITEMS

Healing items can be found by breaking certain objects, defeating specific enemies, or inside the Armory (p.14). Stand in front of an item and press the +Control Pad up to collect it for immediate effect.

Happy Onion
Completely recovers both Vitality and Chainsaw Gauges.

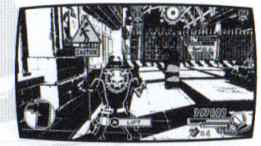
Happy Pill
Recovers a small amount of vitality. Pill Packs can also be found, to greater effect.

Jack Balloon
Earns Jack an extra credit (allowing the game to be continued).

NOTE: Happy Pills and Happy Onions cannot be collected if the gauges to recover are already at max.

OTHER OBJECTS

There are also various objects that can be used as weapons by throwing or swinging them. Some items, when thrown and broken up, can be used to paralyze other players. These objects are picked up and held with the A Button. Release the button to let go. Look for the "**LIFT**" message.



There are two types of objects, and players can attack with them in different ways. Some are held over the head, such as oil drums and wooden crates, and the player attacks by throwing them. Others, such as street signs, can be swung without letting go. These objects can be used to attack repeatedly until they eventually break.

ENVIRONMENTAL OBJECTS

The players earn points for killing other players. If the player pleases the audiences by killing other players in more violent ways, the player will be rewarded with a greater amount of points. Throughout each area, there are various deadly environmental objects that make violent killings possible.

Take the spiked wall for example. The player can grab another player and throw them towards the spiked wall. The spike will spear the thrown player from the back, hanging them. They will suffer from the pain and eventually die.

For an even more violent way of killing, grab another player and drag them towards the spiked wall. When an icon to shake the Wii Remote appears, shake it. The player will slam the grabbed player into the spiked wall several times before finishing them off by throwing them one final time at the spiked wall.

The players shouldn't, however, be too reckless with these objects, as some of them could bring instant death to themselves as well.

POINTS BONUSES

There are various features in the DeathWatch Game that make survival more challenging to the players and to entertain the audience. These are unlocked by accumulating points earned in the Area.

The Armory
The Armories are placed at various locations in each area, and each contains either a weapon or a healing item (p.12–13). Earn enough points to open one.

BloodBath Challenge
To make killings more challenging for the players and entertaining for the audience, there are various kinds of contests in the BloodBath Challenge.

When the announcement is made, go and find the location where the challenge will be held. Once there, a brief explanation of the rules will be given, and the challenge begins. The best record for each challenge will be recorded separately.

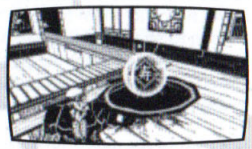
Additional Deadly Environments
For more violent killings and higher points, spiked trains and buses, and various other deadly devices may be activated when you reach a given score.

Battling Against Higher-Ranked Players
Each player in DeathWatch has a DeathWatch Ranking, and that rank increases the longer the player survives. Some higher-ranked players will not appear until a certain condition is met (usually the required points earned in the Area).

The ultimate goal in each area is to earn the right to challenge and defeat the Area Boss. When a player earns the right to challenge, find a Boss Battle Challenge device (as shown to the right), and press the A Button to activate it. When prompted to challenge, select **YES** to ring the bell and start the battle!

DEATHWATCH CHALLENGE

Some areas may contain a DeathWatch Challenge where a player may be asked to complete a number of tasks. Most of the DeathWatch Challenges are not mandatory, but completing one earns bonus points for the player. The player's progress during the challenge will be indicated by the number of icons displayed next to the Mini Map.



MULTIPLAYER

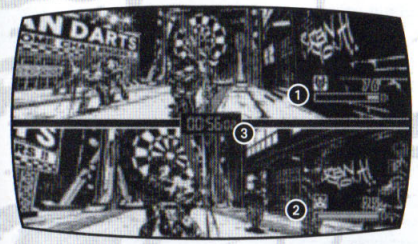
Two players compete against each other in a variety of BloodBath Challenges. The player with the highest score wins.

First, select either **MAP** or **OPTIONS** (p.16).

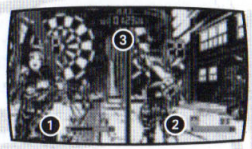
If you select **MAP**, select a BloodBath Challenge to play from the list. After a brief explanation of the rules, the challenge begins.

Note: To unlock new BloodBath Challenges, complete an Area in Single Player mode.

MULTIPLAYER SCREENS



❶ Player 1's Playfield (Vitality Gauge and Score).
❷ Player 2's Playfield (Vitality Gauge and Score).
❸ Time Limit.



The screen can be split either horizontally or vertically. You can switch between the two by pressing the 1 Button.

Two players compete on the same field, viewing his/her own part of the screen. Each player must kill his/her designated enemies in order to score points. Look at the icon above the Vitality Gauge, and attack the enemies wearing the mask corresponding with this icon. The game will continue until the time runs out. Should a player die in the middle of the challenge, he/she will automatically be revived. The player with the highest score is the winner. When the "**RETRY?**" message appears, select **YES** to play the same game, and **NO** to return to the Multiplayer Mode Menu.

If you wish to exit the Multiplayer Mode, press the – Button to pause the game, then select "**MAP**" to return to the Multiplayer Mode Menu.

OPTIONS

The Options screen can be accessed from the Main Menu (p.6), the Pause screen (p.11), and in-between Area plays (p.11). Press the – Button to return to the previous screen (the screen from which you accessed the Options screen).

CONTROLS . . . . .View key assignments of the controllers.

SOUND . . . . . .Adjusts the volume levels of **MUSIC**, **SFX+GAME VOICE**, **CUTSCENE VOICES**, and **ANNOUNCERS**. You can also toggle the **SUBTITLES** ON/OFF. Select **DEFAULT** to revert all settings to their default value.

VIDEO . . . . . .Adjusts the screen position. Select **POSITION** to adjust it and **DEFAULT** to return to the default position.

TITLE . . . . . .Return to the Title Screen. The progress of the game will not be saved.

MUSIC CREDITS

Original Soundtrack featuring:

C.Wilkes (Ox) - SoulOne Music
Sick YG - Shima Sounds / Joint One
Doujah Raze - Trilogy Records
Optimus - Sessions Entertainment
Wordsmith - Wordwise Publishing.
S.O.U.L. Purpose - Devoon Edutainment
Bandy Leggz - Artical One Productions

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